

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF TYROMANCY

Not all wizards find the right specialization within the conventional schools of magic, and instead turn to even more focused areas of expertise, like the School of Tyromancy. A wizard of this school (often called a Cheese Whiz) specializes in a subsection of gastromancy that uses energy from the Semielemental Plane of Cheese to power his magic. The very first Cheese Whiz, Lactose the Intolerable, learned of this magic shortly before his untimely death.

SHARP CHEDDAR

Starting when you choose this tradition at 2nd level, when you deal damage with a cantrip, you can deal additional slashing damage equal to your Intelligence modifier.

Additionally, your spells adopt a purely cosmetic cheese theme. For example, *mage hand* appears to be formed from spectral swiss and *shield* manifests as a wheel of cheese to deflect blows.

HOLY SWISS

Swiss cheese has the deepest divine connection amongst cheeses, for it is holy. At 6th level, by exploiting this connection as a bonus action, you can restore a number of hit points equal to twice your wizard level + your Intelligence modifier. After using this ability, you must complete a long rest before using it again.

RIGHT BRIE-HIND YOU

At 10th level, you can use your action to teleport up to 60 feet to a space adjacent to a creature you can see.

LEGEN-DAIRY TOUCH

Starting at 14th level, you can turn solid objects into cheese with a touch. If you touch a nonmagical object, a 10-foot cube of it becomes a type of cheese of your choice. If you touch a creature, it is affected by a variant of the spell *flesh to stone* that instead transforms the target into cheese. After using this ability, you must complete a long rest before using it again.

